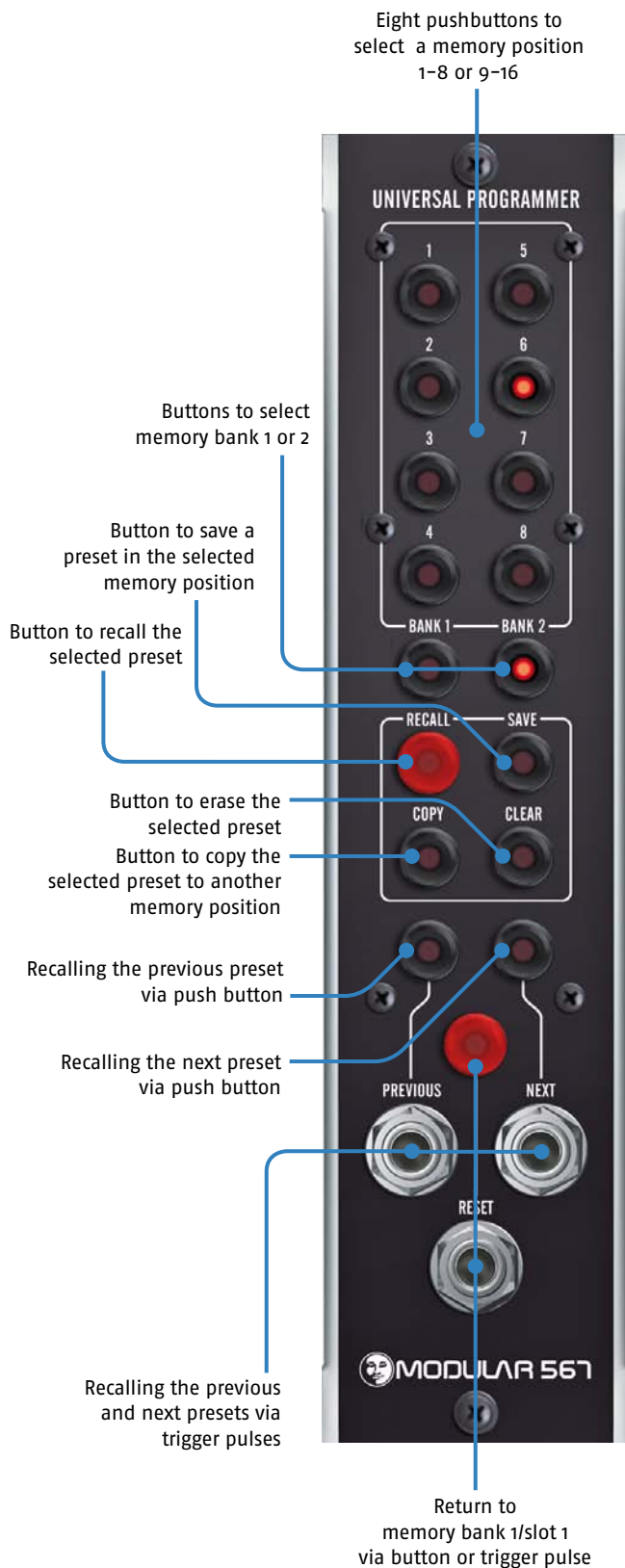


567

## UNIVERSAL PROGRAMMER MODULE



The M 567 Universal Programmer is the follow-up module to the M 568 P. While the latter was conceived as an extension to the M 568 Quad Sequential Trigger Source, the M 567 provides storage for other modules too.

The non-volatile memory of the M 567 comprises two memory banks with 8 memory slots each. They are selected by the two "Memory Bank" buttons and the eight "1...8" buttons. Pushing the "Recall" button activates a saved preset.

The "visible" preset is being hold in an edit-buffer, a sort of "zero"-memory position – so nothing will get lost when switching the module on and off. Only when a memory slot gets recalled the edit buffer is overwritten (therefore there is no automatic recall of the dialed memory position when the module is turned on).

To save an adjusted or modified preset, push the "Save"-button (save-LED blinks), select the desired memory-position and push the "Save"-button again (save-LED dies out, preset is saved).

To erase an adjusted or modified preset, push the "Clear"-button (clear-LED blinks), select the desired memory-position and push the "Clear" button again (clear-LED dies out, preset is erased).

To duplicate an adjusted or modified preset or to move it to another memory slot, push the "Copy"-button (copy-LED blinks), select the desired source memory-position, push the "Save"-button (save-LED blinks), select the desired destination memory-position and push the "Copy"-button again (LEDs die out). The preset is copied now.

Using the "Previous/Next" buttons/jacks combination in the lower part of the module, the next and previous memory slots can be recalled – using the respective push-button or a trigger pulse.

*Example: preset 5 in memory bank 1 is running and I push the "Next"-button: preset 6 gets recalled, pushing the "Previous"-button will activate preset 4.*

Button and jack "Reset" activate a return to memory bank 1/slot 1.

# 567

## UNIVERSAL PROGRAMMER MODULE

Connector to attach the  
M 568, M 565 D etc. module



TM